

FIG. 2

0102-13.vsd/2

model-view, model-view, model-view, model-view, model-view, model-view, normal, texture normal, projection  "I" complex light "n" simple lights "n" simple lights "n" complex lights lighting lighting infinite lighting triangles triangles triangles triangles Exponential Fog Exponential Fog Infinite lighting Infinite lighting Infinite lighting li
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FIG. 3

## Phase Module Sequence A

model-view, normal, projection infinite lighting

Output

FIG. 4a

## Phase Module Sequence B

model-view, normal, texture

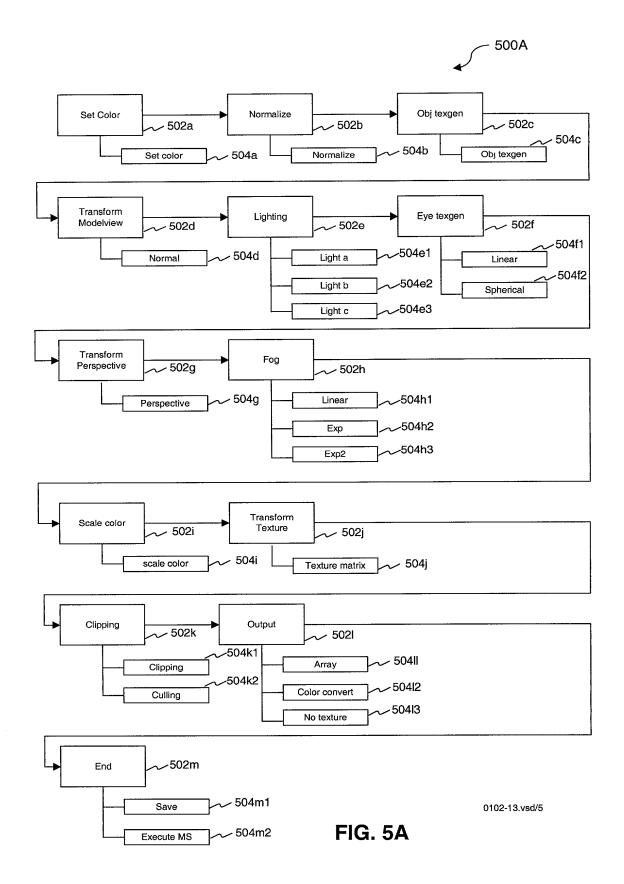
local lighting

projection

linear fog

Output

FIG. 4b



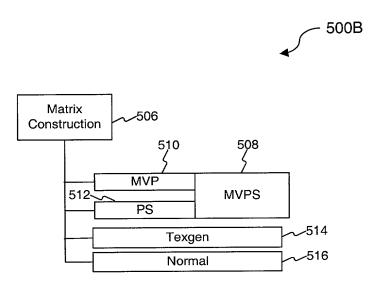


FIG. 5B

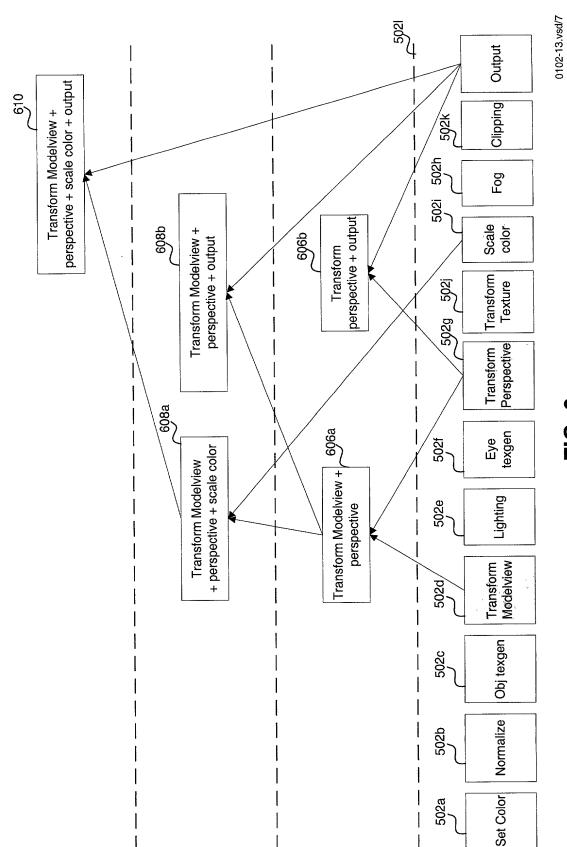


FIG. 6

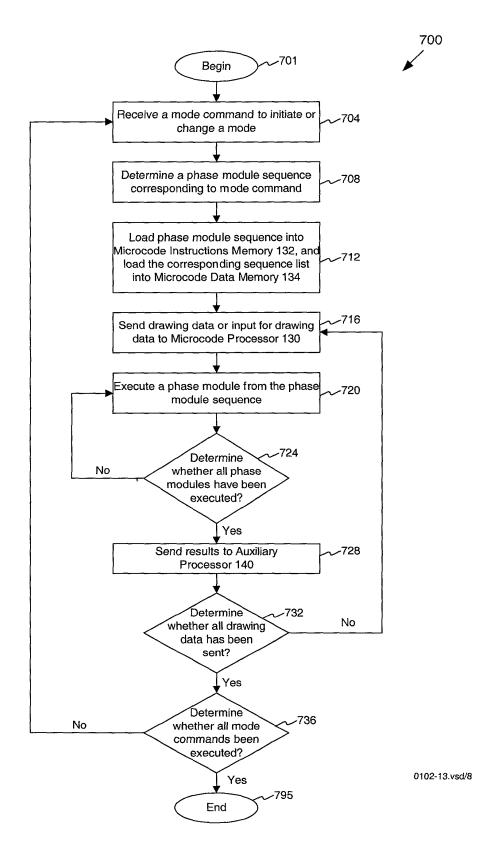


FIG. 7

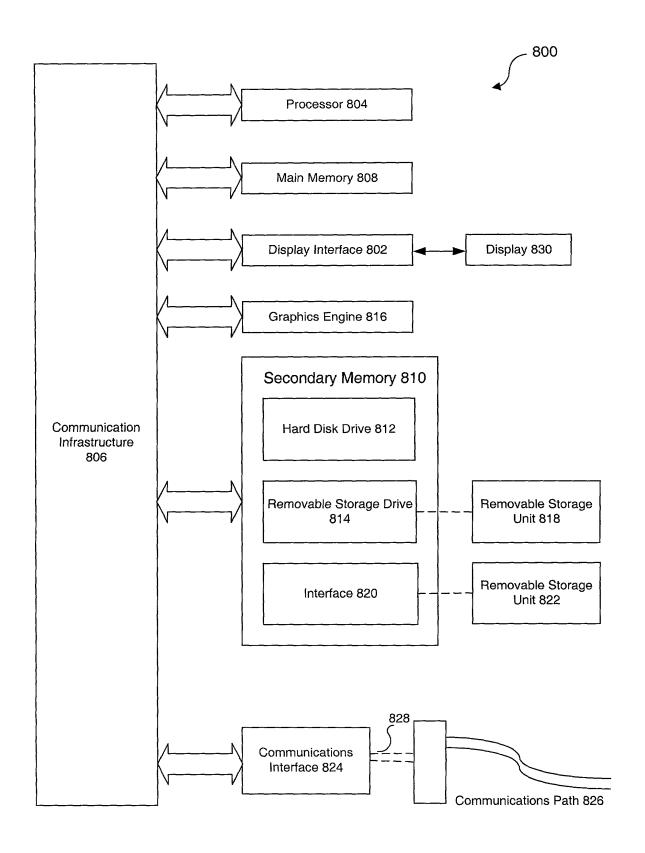


FIG. 8